DEFENSIVE PROBABILITY CHART

	Protection Factor														
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
Counter	64	60	56	52	48	44	40	36	32	28	24	20	16	12	8
Normal or Slowly	76	72	68	64	60	56	52	48	44	40	36	32	28	24	20
Steadily	96	92	88	84	80	76	72	68	64	60	56	52	48	44	40
Wildly	100	100	100	100	100	100	100	96	92	88	84	80	76	72	68

To find the chances of getting hit by the ogre first determine which row to use on the chart.

If you counter attack always use COUNTER row.

If you normal attack always use NORMAL row.

If you quick attack use the row corresponding to the ogre's type of attack.

Next find the column with your protection factor. The number in the corresponding row and column is the probability of you getting hit by the ogre. For example, if you attack normal and the ogre attacks steadily use the normal row. If your protection factor is 6 then the chance of you getting hit by the ogre is 52%.

PERSONALITY CHART

Wizard's Apprentice	2 magic powers (Your choice) Knife $0 May turn in $50 for 1 magic power of your choice before each trip. Strength 4
Evil Wizard	Map spell Transport spell 1 magic power (Your choice) Knife $25 May turn in $50 for 1 magic power of your choice before each trip. Strength 3
Hero	Shield Sword $25 Strength 6
Evil Prince	$100 Receives $20 in taxes each time he takes a trip to the caves. (Already included in the beginning $100) Strength 5